

VIDEO GAME CONTROLLER HUB WITH CONTROL INPUT REDUCTION AND COMBINATION SCHEMES

ABSTRACT

A video game controller hub receives a number of control input sets from an equal number of video game controllers, and provides a preferably smaller number of control input sets to a video game console. Each of the control input sets provided to the video game console by the controller hub is used to control a distinct on-screen entity, *e.g.* vehicle, character, or team. A number of players therefore collectively control a single on-screen entity. The reduction in the number of control input sets is performed according to reduction and combination schemes that are preferably specified by the user to suit a particular video game. The reduction in the number of control input sets increases the number of players that may concurrently participate in a video game without requiring support from the video game console or software, and the collaborative nature of the control of on-screen entities provides for exciting variations in game play.